

INTERACTIVE DISPLAYABLE DEVICE

BACKGROUND

[0001] Traditionally, artwork is static and non-interactive. Such artwork is typically displayed with a “look but do not touch” mindset. As technology advances, artists are afforded more opportunities to creatively develop unique pieces of artwork as well as new methods for creating such unique artwork. It is with respect to this general environment that aspects of the present technology disclosed herein have been contemplated.

SUMMARY

[0002] Non-limiting examples of the present disclosure describe methods for producing exemplary displayable devices. Conductive paint is applied to at least a first surface of a structure and within one or more apertures of the structure. A processing unit may be mounted to a portion of the structure. At least one node of the processing unit may be connected with the applied conductive paint. The node of the processing unit may be programmed. As a result, when power is supplied to the exemplary displayable device and a touch input is received on the first surface, content may be output by the interactive displayable device.

[0003] Other non-limiting examples comprise an exemplary interactive displayable device. An exemplary interactive displayable device may comprise a structure and a programmable touch circuit board. The structure may comprise a first surface where at least one portion of the front surface is covered with a layer of conductive paint. The first surface has one or more apertures filled with the conductive paint. The programmed touch circuit board is mounted on a second surface of the structure. At least one wire places a node of the programmed touch circuit board in contact with the conductive paint.

[0004] Additional non-limiting examples of a displayable device may comprise a plurality of components. An exemplary displayable device may comprise a structure, a programmed processing, an amplifier, a speaker and a storage device. The structure comprises a first surface made of canvas, wherein at least one portion of the first surface is covered with a layer of conductive paint and wherein the first surface has a first set of one or more apertures filled with the conductive paint and a second set of one or more apertures. The programmed processing unit is mounted on a second surface of the structure. At least one wire places a node of the programmed processing unit in contact with the conductive paint. The amplifier is mounted on the second surface of the structure. The amplifier comprises a power source and is connected with the programmed processing unit. The speaker is mounted on the second surface of the structure in alignment with the second set of one or more apertures. The speaker may be connected with the amplifier. The storage device is connected with the programmed processing unit. The storage device stores content that is accessible by the programmed processing unit in response to touch received on the portion of the structure that is covered by the conductive paint. As an example, the programmed processing unit is a programmed touch circuit board. In additional examples, a third surface may cover the second surface. The third surface may have one or more apertures, where conductive paint is filled in the one or more apertures and one or more portions of the third surface. In such an

additional example, more than one surface of an exemplary displayable device may be interactive.

[0005] This summary is provided to introduce a selection of concepts in a simplified form that are further described below in the Detailed Description. This summary is not intended to identify key features or essential features of the claimed subject matter, nor is it intended to be used to limit the scope of the claimed subject matter.

BRIEF DESCRIPTION OF THE DRAWINGS

[0006] Non-limiting and non-exhaustive examples are described with reference to the following figures. As a note, the same number represents the same element or same type of element in all drawings.

[0007] FIG. 1A is an exploded diagram of layers of an exemplary displayable device as described herein.

[0008] FIG. 1B is a top view of a structure of an exemplary displayable device as described herein.

[0009] FIG. 1C is a top view of a portion of a structure of an exemplary displayable device as described herein.

[0010] FIG. 1D illustrates an interaction between an exemplary displayable device and another processing device as described herein.

[0011] FIG. 1E is a top view of a front surface of a structure for an exemplary displayable device as described herein.

[0012] FIG. 2 is an illustration depicting an interaction between a user and an exemplary displayable device as described herein.

[0013] FIG. 3 illustrates interaction between components of an exemplary displayable device as described herein.

[0014] FIG. 4 illustrates one example of a suitable operating environment that may interact with an exemplary display device as described herein.

[0015] FIG. 5 illustrates an exemplary method for producing a displayable device as described herein.

DETAILED DESCRIPTION

[0016] Non-limiting examples of the present disclosure describes a displayable device that comprises a structure connected with electronic components in a manner that enables one or more surfaces of the structure to become interactive. As an example, the displayable device introduces elements that enable a user to interact with the displayable device while still appearing to look like traditional static artwork such as a painting, installation art, etc. In examples, conductive paint is utilized as an interface for user, to trigger programmed actions of a processing unit installed within the displayable device. As an example, the processing unit may be a touch circuit board. Furthermore, methods are described for creation of exemplary interactive displayable devices.

[0017] A plurality of technical effects are achieved over traditional artwork including but not limited to: interactivity by a device that comprises electrical components to enable an interactive experience with a user beyond physical aesthetics, ability to engage users with disabilities (e.g., vision impaired), ability to make interactive multiple surfaces of a displayable device, ability to re-program an interactive displayable device to manipulate output of content, and an ability to connect to other processing devices, among other examples.